A B S T R A C T

Replay data for replaying the process during which a player played a game is downloaded via a network, and the player can actually play the game while playing back the replay data. No real-time play process information is exchanged, but the game result data of the player and the replay data for replaying the game process can be communicated at the end of the game, and these data are stored in the terminal game machine. At the time of the game, any player plays the game while playing back the replay data.